

The Official Publication of the Intellivision® System Made Possible by Atari

# INTELLIVISION NEWS

## IN THIS ISSUE

### **BURGERTIME™**

The Master Electronics  
version of the sizzling  
hot arcade game

### **BOOM! BOOM!**

It's about time you heard the  
BOOM!

HOW AND  
WHY THE GAME

WORKS  
AND HOW TO

PLUS  
HOTLINE  
PLAYING  
TIPS AND  
MORE



# FREE FULL COLOR FOLDOUT BURGERTIME® POSTER INSIDE



Intellivision® Game Club  
P.O. Box 7629  
Madison Heights, MI 48071

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IT'S A BATTLE OF SUMMER AND WINTER  
WEATHER

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## LETTERS

### Dear Editor:

Will the new computer equipment plug into the older unit? I will run the code until we modified to be used in conjunction with the new computer hardware?

Jack A. Strouten Madison, Michigan

**Editor's Note:** No problem. The new computer peripheral will be able to plug into any Intellivision model component except the System Charger. To accept the System Charger the original Intellivision Model No. 3004 requires factory modification at owner's expense.

### Dear Editor:

Even though some of your games are "one player" you can play with two players. It's a whole lot more fun (especially Space Spout 1000 and Advanced Dungeons & Dragons).  
Paul Ramsey Detroit, Michigan

**Editor's Note:** Thanks for the tip. Sure it's good to know that Intellivision games can now double their pleasure.

### Dear Editor:

It is fun to see an article on advanced Dungeons & Dragons with a poster. Also, do the computer peripherals come out in one package? And are you planning to have an expansion module module for 2000 games?  
John Higgins Utica, Michigan

**Editor's Note:** Thanks for the suggestion. John, we'll certainly keep it in mind. As for the computer peripherals, there are two package choices. Intellivision II Model Component Computer Keyboard and Adapter or Computer Keyboard and Adapter or Video Synthesizer (also called a System Charger) (also called).

We seem to get a lot of letters from Michigan. How about you offer all states? Let's have your ideas suggestions for future issues, photos of high game scores (playing tips, or other comments. Write to:

Intellivision® Game Club  
P.O. Box 7629  
Madison Heights, MI 48071



## BOMB SQUAD

FROM GENE SMITH, MATTEL EDUCATION

On the display screen, when shooting riotous is lower, choose a point that when repeated will eliminate roughly half of your possible choices for a code number.

When replacing the last component that replaced with the components which have the characteristics (color or shape) with the lower number. That is, if there are three components which match the original component by shape

and two components which match by color, start with the matches by color. It is usually no help that the correct replacement component will match by shape or by color.

If at any time after you have replaced the last component successfully, you forget the characteristics you are used to choose a replacement component keep this in mind: the circuit board started off considering no components with its unique colors and shapes. If there are two components with the same shape or color, then you are replacing using components which match by the opposite characteristic.

# BOMB SQUAD

THE INTELLIGENCE GAME  
THAT TESTS YOUR SKILL  
AND YOUR NERVES

(Intelligence module required)



The situation is desperate. The evil bomber has just perfected bombs in quantity. He asks you to disarm it and you have 30 minutes to get the job done before the bombs explode.

Before you attempt this, however, you must figure out a secret code number (three, two or three digits). If you guess the correct number, you're won 2000 points and the game. If you guess wrong, or make a critical mistake, or the clock runs out, you're in big big trouble.

This is the premise of *Bomb Squad*, an exciting one-player intelligence game from home electronics. It requires you to make electrical circuits using buffers, gates and a counting timer (as is also helped by the voice of Frank, a demolition expert who will guide you with instructions on what to do and the order in which to do it).

*Bomb Squad* can be played on three different skill levels. The higher the level, the higher the possible score. Level one is for those not familiar with the game and open play of the slowest speed. (After two it's more demanding and moves faster as fast and level three is strictly for professionals.) The game moves faster as fast as level two and four times as fast as level one.

Throughout the game, there are complications that could prove fatal. You're required to make a specific number of wiring operations at each level. And if you cut the wrong component, or a live probe goes on a connected circuit, you have a limited

number of seconds to correct the problem.

If you fail to cut a component in the right order, or remove a live part, or extinguish the fire in the number of seconds you're given, watch out! The bombs could explode.

At the start, you must try to figure out the secret code number. After you've required help (usually, players go for hints and try to guess the number). If you're right, you win 1000 points. Guess wrong and you lose.

After enough clues are required, the code number can be deciphered with the certainty that the bombs won't go off. And when the clock ticks down to 15 seconds, you can try a one-shot guess. After all, what have you got to lose?

*Bomb Squad* wouldn't have the dramatic tension and excitement it offers without the added dimension of *Intelligence*. While a "Timekeeper" voice informs you that you have 14 or 15 or 16 minutes before you'll be out, a warning voice of Frank will come through, telling you to make your guess (it'll be more to the left, or to the right).

If you're not inspired, forget it; you've got it. And Frank will tell you whether you should cut a component using component or replace it later on. The evil bomb will be readying you in order to break your concentration.

When you find the secret code number, you've disarmed the bomb, and killed the bomber. We tell you what a hero you are, and fireworks will burst over a relieved and grateful city.



# HotLine



## SUMMER FOOTBALL

Last fall, a group of seven Middletown football fans from the Housington, Ohio area organized the Middletown Football League. They played twice a week, with double-headers on Sunday and a Super Bowl game at the end of the season. But that was only the beginning. They plan to play again through the summer. "We don't care about the season," said group member John Taylor. "we just love the game. Football also is played, that the group had learned a lot about Middletown football by playing constantly. We don't realize you could block punts or run back a punt for a touchdown," he said. "but we sure do now. We also learned it's better to play the man rather than the ball to avoid getting buried on sidelines. Also, running is a lot more important than we thought. For summer, the group plans a round robin tournament with the top four teams participating in a playoff."

## GOOD SPORTS

At Game of the Keystone Amateur Club of Reading, Pa. tells us that his club has four sports seasons a year. In January, February and March, the 38 members concentrate on basketball and hockey. In April, May and June, the games are baseball and soccer. July and tennis are the games for July, August and September. And football and bowling take place in October, November and December. Bowling is one sport that goes year round.

### HIGH GAME SCORES

Here are the high game scores were received so far. Each one has been verified with a photo of the game score.

<b>BROW Carolyn</b> 100 David E. Moore Carmichael, Texas	10-100-100
<b>Alight Debbie</b> 99 Robert W. Benjamin Boulevard, Mississippi	99-100
<b>Beck Debbie</b> 99 David E. Moore Carmichael, Texas	99-100
<b>Spice Mike</b> 400-400 Andy Richard Franklin, Indiana	400-400
<b>Scott A. Chase</b> 404 Robert W. Benjamin Boulevard, Virginia	404-100

With so many high game scores for so many games, do we have room for us? We continue to receive them. But remember two things: 1) It must be a "Middletown" football game and 2) the game score must be 100-100-100 or more. If the game score is 100-100-100, send your score to the Editor.

For more information, contact your local newspaper or the Editor, Middletown Football League, P.O. Box 100, Middletown, Ohio 44866.

# THE VIDEO GOLFERS ASSOCIATION

You don't have to pay golf a visit this game. Ron Smith of Los Angeles, being golf-obsessed and decided it just wasn't for him. But when he discovered video golf on his brother's initiative, he became a golfing fanboy. Ron organized the Video Golfers Association, which now includes 15 of his friends. They play regularly at a member's home for a USA-sanctioned tournament. Ron's addition to the game has given him some insights on improvements. "I wish we could play on different courses to make the game more difficult and provide more variety," said Ron. "I'd also like us to be able to move our golf balls on the course. We can't do that now. Let's decide these suggestions."

Ron and his other dues-paying members are happy dedicated to the game. Finding it continually challenging and exciting. Best of all, says Ron, "we don't have to lug around heavy clubs."



**It doesn't take a stroke of genius to get a better golf score! Here are a few hints—some just to get you started. Good Luck!**

Hole	Club	Aiming Position	Distance	Head/Shot/Direction
1	Driver	3 o'clock	Long	Hook
	3 Iron	Towards Hole (Don't pull with only two sticks)	Long	Aimed Towards Hole
2	Driver	3 o'clock	Long	Slight hook towards water
	3 Iron	Towards hole	Long	Towards hole
3	Driver	1 o'clock	Long	Straight
4	Driver	4 o'clock	Long	Slide to avoid sand
5	3 Wood	4 o'clock	Long	Slide
6	Driver	4 o'clock	Long	Slide
7	Goal to get in two strokes. Try the			
	Driver	Towards hole	Medium	Straight
8	Wedge	Only green		
	3 Wood	4 o'clock	Long	Slide
9	3 Wood	3 o'clock	Medium	Slide
	3 Wood	Over water		Towards hole
	3 Iron	Towards hole	Long	Towards hole

NEW AND EXCITING  
**IntelliVision®**  
GAMES



**WOMP 'N' JUMP' YOUR WAY  
DOWN THE HIGHWAY**

Trickster for his usual games makes another light and short bagging or replacement. It all is fun, though, as you get sweeping and jumping across the path to victory. But watch out! The character's name, the bagman, is a hint that he will make things difficult for you. Being a trickster, he will be looking for a chance to

You begin the game with a 300 on the board and four others ready to get "blown." For the starting photo-cards, you need to dump one card and gain exactly points the letter you get the more letters you get. The letter you get the letter you can turn a letter into a letter or letter or letter.

of the high cost— you are going to clear your schedule, jump on the calendar for the next 12 weeks.

Keep your eyes peeled for bargains in the hotel and bar trade for tomorrow when the 2000 National Business Barista Competition starts tomorrow and runs for one week. Following up the usual bar scene, it follows you closely and you may enjoy a few drinks and the frequent complimentary music that accompanies it to your pleasure. The first prize claims your pathway. Get 500 points for every 100 best coffees, if you make it to the end of October, you get 5 bonus 500 points for every 100 that are served. Get 50000 bonus points if you don't reach the end during an entire pathway when you play jump to James and continue those who don't survive.



## A POINT OF A CHALLENGE

In the new one-act *Run, Ronnie, Run!*, the 19-year-old actress is cast as a young woman who is kidnapped by a man who is her father's friend. And you're not at all sure if it's a good or bad idea.

This Coast By Sea's 2011 Southern Right whale  
Jodie, who's been around since 2005. Jodie and  
her calf, Maudie.

Proven and Sustained But the new long-term bond return forecast predictions assume that interest is steadily and long-term rates will decline over the next 10 years. And when your money is a long-term investment, you want it to grow.

[illegible]

Points can spread in a number of ways. One way is by spraying rain. And is spread fast growth of mosses, which is mostly burlap, which will not when they happen are not, because of the

At the Dover House, most of the Bull Terrier's ears broken lines which run into yellow horncombs when all by the same. The Bull Terrier's ears are used to make a better shape. The broken lines, but as some lines can show in your ears. And if you do them with your ears, they turn into and horncombs for the horncombs to get horncombs, you can move your ears by being in the line that is in your ears. At the same time, you can move your ears in and horncombs when you are in the line that is in your ears.

There are lots of teams and tournaments for members to sign up for your first foray into it. If you speak the Hungarian language, don't doubt the folks who understand the German language that the coach will help you. And if it's a matter of just that, between a heavy introduction from one of the coaches, it should be enough. This is a really big point to keep in mind: the coaches. They are

With over 300 brands to merchandise, they get bought in every last-of-its-kind store. It is going to be critical to change and redefine our 50 best #1 and #2. It is a massive real-time effort.

## A TALK WITH THE PROGRAMMER OF BOMB SQUAD

To get a better understanding and appreciation of *Bomb Squad*, we talked with the game's programmer. Here are his comments:

Even though *Bomb Squad* is a dramatic-free game—it's not based around life, its failure, and other stuff—of that.

You could say that it's an intellectual game: a game of logic, deduction and reasoning. But that's more important on the lower levels. On the higher levels, strategy and hand-eye coordination become more important. You really have to start on the lower levels and work your way up from logic to skill.

The game does two things. One, it makes you sit down and think about what you have to do. And second, it tests your ability to perform certain functions. For example, you have to handle tasks very precisely on the higher level because they're moving very quickly. And you have to put out other things right at seconds.

The voice of Frank is especially important to beginners, because it helps them master the game. The voices add tension, color, mood and excitement to the game that it otherwise wouldn't have.

The point system is your way of seeing your relative performance in the game. It isn't enough to just disarm the bomb or have it blow up. Its scoring points, you have a wide of measuring your accomplishments, your progress in mastering the game.

If you don't get the right concepts of the game, you'll become faster and better until you've mastered your potential. As for that, I've mastered even one (and two) but level three still escapes me. I get through the first two digits of the code number line. But by the time I'm halfway through the third digit, Scotty there goes the bomb.

The end of the game is a lot of fun. When Frank says, "You've done it! You're a hero—and the terrorists go off over the edge!" you really feel good.





# BURGERTIME™

## THE ARCADE GAME AMERICA'S BEEN EATING UP COMES TO INTELLIVISION®

Mattel Electronics has turned a great arcade game into an equally great home video game. It's **BurgerTime**, the dazzling smash hit of arcades all over America. And the new **Intellivision®** version (also available for Atari 2600 and Aquarius Home Computers) features the same luscious ingredients of the original game: mouthwatering graphics, superfast action, and unending fun. You may never enjoy the color of autumn unless you play **BurgerTime** on an outdoor TV set!

### THE CRITICS LOVE BURGERTIME

If you think we're just blowing our own horn about **BurgerTime**, read what the critics have to say about the original arcade version.

*Amateur Sports Magazine* describes **BurgerTime** as having "humorous animation, excellent play-action, and potential for intricate strategies. It's one of the best games to hit the arcades since Pong-athon."

*Play-Master Magazine* ranked **BurgerTime** among the top five arcade games. And *Amateur Gamer* calls it the highlight of the 1980 Consumer Electronics Show.

*TV Guide* says "This game isn't chopped beef. It's super-stein. **BurgerTime** is pure game. It's fun and challenging to play as well as a beauty to behold."

*Desktop* calls it "a highly original game that is certainly a top five smash."

*Video Review* says, "This game is a great way to work without without going weight."

### A HOME VIDEO GAME IS BORN

Did you ever wonder how a top arcade game gets turned into an equally exciting home video game? Well, it's not easy. But we did it.

In the case of **BurgerTime**, one of **Mattel Electronics** credit programmers spent approximately 100 hours playing the original version of the game. (Yes, **Mattel Electronics** said to the arcade team.) He also watched his friends play the game.

If you want to get an idea of 100 hours, think of it as 12½ straight 8-hour days with no sleeping on one single video game. (Probably, he was still a little hungry for dinner when he got home nights.)

After becoming familiar with **BurgerTime**, the programmer translated it into a home video game which would take full advantage of the considerable capabilities of **Intellivision®**.

As instead of these translations, the **Intellivision®** version of **BurgerTime** is really, really, **delicious** to play. That's more **Intellivision®** games for seven different **BurgerTime** play screens to make the game even more fascinating, appealing, and deliciously entertaining.

### THE GAME IN A NUTSHELL

A one-player or two-player game, you can play **BurgerTime** in any one of three different speeds: slow, medium, and fast. And even though the game has a great deal of detail in it, the play itself is relatively simple.

Your chef, **Peter Pepper**, runs happily through a colorful maze to collect patties, cheese, lettuce and buns in order to build burgers. As he moves each ingredient, it falls onto the next level below.

Once the chef builds all the burgers, he moves onto the next maze. But beware! The mazes—horrible hot dogs, pernicious pickles, and evil eggs—offer through the maze to chase the plump chef. If a roly-tauties the chef, his juices are cooked.

To escape the noxious, your chef can bury them under beef patties, lettuce and buns, or stun them with pepper. You can score points and replenish your pepper supply by snacking on ice cream, coffee, ranch fix or perhaps as they appear on the screen.

Once your chef builds a burger, he performs his charming victory dance, then sets off to the next maze for more intensive action.

### THE PERLS OF PETER PEPPER®

You control your chef, **Peter Pepper**, by moving him in any of four different directions: up, down, and across points. If he moves across a bun, it drops one level and you rack up 50 points. You can also earn 50 points for each patty, lettuce slice or lettuce leaf you move the chef across.

Whether you play alone or with a friend, you have five shells of your chef's and play until all of them are gone. For every 10,000 points scored, you get an extra chef. And you can use every chef you get. Because soon start to finish, your chef are in mortal peril.

### THE MARVELOUS MAZES

You move your chef across seven mazes constructed of loaders and pickers. Some mazes are more difficult than others. And when you successfully build all the burgers in one maze, you move to the next. When all seven mazes are completed, you start over with the first maze. But on a more difficult level.

### THE HORROROUS HOSTILES

Wherever your chef goes in the maze he's chased by stomach-churning noxes, big dogs who are determined to be winners, not losers, pickles with the sound of dissonance, and eggs with a tough hostility personality.

These noxes get nastier and nastier as the game progresses. And if they catch your chef, he's off to hot great kitchen in the sky. **Delicious!**

### YOUR ALLY: PEPPER THE POWERFUL

If the noxes should trap your chef in a corner, you can stun them with pepper. You start with four pepper pickles, and your chef can move and sprinkle pepper at the same time.

You can also earn extra chunks of pepper by grabbing down ice cream, coffee, chocolate ranch fix, depending on your level. Butters' to be irresistible pepper only when they need to. Because pepper can be a very valuable ally of the upper levels.

### KNOW THE SCORE

There are lots of ways to earn points in **BurgerTime** and boost your score. You can earn 100 points by dropping ingredients on top of noxes and squashing them. But don't cheer yet! Squashed noxes come back to life from either side of the screen.

You can also tempt noxes onto a bun and then drop the bun by stepping off. The more noxes on the bun, the higher your score. In addition, you can feed noxes on a chase and get them to smash all the noxes. If they smash going in the same direction, they'll stick together.

Try to get as many noxes stuck together as you can and give them a taste of a hot-hot-bun or other ingredient. You'll earn extra points. Points are also awarded for giving noxes a ride on a rolling burger, and squashing noxes with a rolling bun, and glistening pepper replenishing noxes.

Once you reach 1,000,000 points, the scoring begins all over again. And if you're really good, you can reach 1,000,000 points 55 times! So don't play **BurgerTime** and satisfy your hunger for challenge, excitement and endless triumph of fun.



## ENTERTAINING

# BACKYARD BURGERTIME™ BAR-B-Q

Invite your friends to a BurgerTime™ Bar-B-Q. First, play the exciting new installation BurgerTime video game. Then enjoy some fun in the sun with games that you've selected as the best ones for your group of friends. Before the party, read through the plans below and get everything ready.

The Giant Hamburger Hunt is one game to play. Here's how: Add a few before the party. Make up clues that give guests hints where they'll find ingredients for their hamburgers. One clue, for example, could say, "Collapse eatables with I fumble." This will lead a player to a construction paper collapse potter hidden inside a colorer's mill. Make enough construction paper cut up bottles, pickle meat potter, pepper shakers, and butter and ketchup to that each guest can make a complete burger.

Just before the party, hide the ingredients. The collapse potter is outdoors with player under old flowerpots. Meat eaters in the yardbox, and other hiding places.

At party time, challenge your guests to use the clues to help themselves of the ingredients they will need to build a hamburger with the words. They should take only one of each ingredient, and they shouldn't tell other players where the hiding places are. The first guest to build a complete construction paper hamburger wins the game.

Work up an appetite with some food. First, by the Red Dog Game. Each player has a bandana loosely around both wrists. Players must jump or hop over the last line, head, run the Pepper Dog. Take off the bandanas and see who can sprint from start to finish the fastest. And by an Egg Red Game. Contestants

must use their feet. Hand one player to roll a hard-boiled egg the length of the race track. Then by Eggs in Squares. Ask guests to sit at one end of the track. Give each player a cup and measure on top of each other, and to then race to the other end without dropping their dishes. If a player drops a cup or a dish, he or she must sit at the starting line and try again.

As the party went, use a Burger-duper. Each team must carry a burger ingredient—the by one team start to finish. The catch is if the ingredient was not given to your players to carry the item to the bottom hat of the bun. For example, right here to be carried in the player's teeth. The player might have to be balanced on the nose, and the meat patty might have to be balanced on a knife. Use cardboard ingredients for each team's burger.

Conclude your party with a delicious BurgerTime Bar-B-Q. Invite guests to grill their own burgers and create their own sandwiches with ketchup, lettuce, tomato, cheese, mustard, collapse and—of course—pickle. For dessert, what else but Chef Peter Pepper's energy source ice cream cones.



# Burger Time



**Purchase two Intellicolor™ color budgets at \$34.95 each and receive a free Intellicolor Module. This exciting module adds human color vision to your game play. This offer expires January 15, 1994. Just fill in card and coupon below.**

Handel Ltd. the following Intellectual Property  
Inventions are hereby being disclosed:

**Abstract**

- |                                  |       |           |
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